

Game ideas

Sticking with idea that Pacmans quest is to prevent his planets core from cooling down, the game could be set across 5 vastly different worlds. This would make the different levels more varied and hopefully more fun to play.

The ultimate goal, as mentioned above, is to stop the planets core from cooling down. To do this Pacman will need to retrieve 5 slices of Magical Golden Pizza. The Pizza slices are located in the different worlds.

The quest can be approached from one of two ways:

The levels would be played one after the other as Pacman discovers them on his way to the planets core. This way the levels would have to be played in chronological order (Future world to Pre-historic world).

or

The levels could be set in different times not located underground. Pacman would access the levels via a time machine to complete his quest. This would allow the player to play the levels in any order, perhaps enhancing gameplay. Some levels may be 'locked out' until other levels are complete.

The 5 different worlds / time periods are;

Pre-historic
Egyptian
Medieval
Wild West
Future

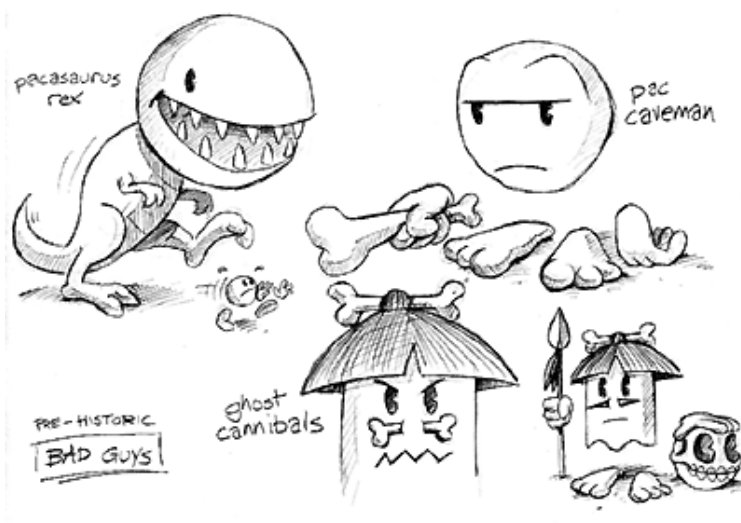
Pre-historic world



Pre-historic world would be set in a jungle environment. Pacman would need to navigate his way through large rain forests, mountains and caves. The Krispy tribe civilisation could be located in this world.



The first slice of Golden Pizza would be hidden deep within a heavily guarded cave. The Pizza would be guarded by a large Boss Ghost in the style of a powerful caveman.

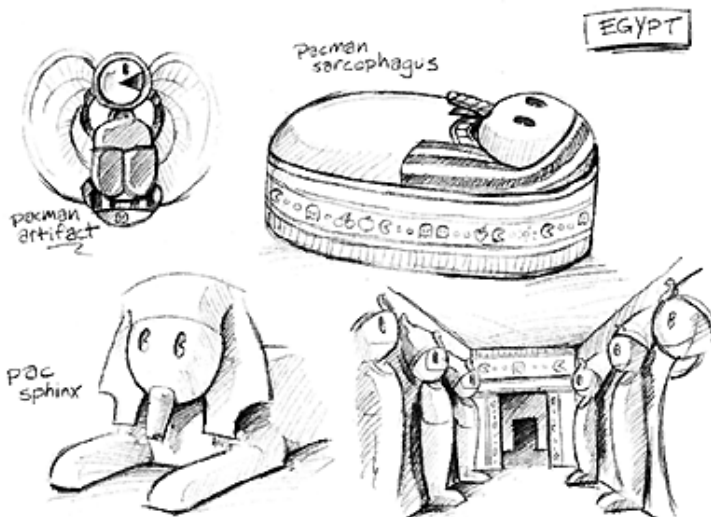


The inhabitants of this world include huge Pac-Dinosaurs, Cave Pacmen (Pacman ancestors) and a tribe of Cannibal Ghosts.

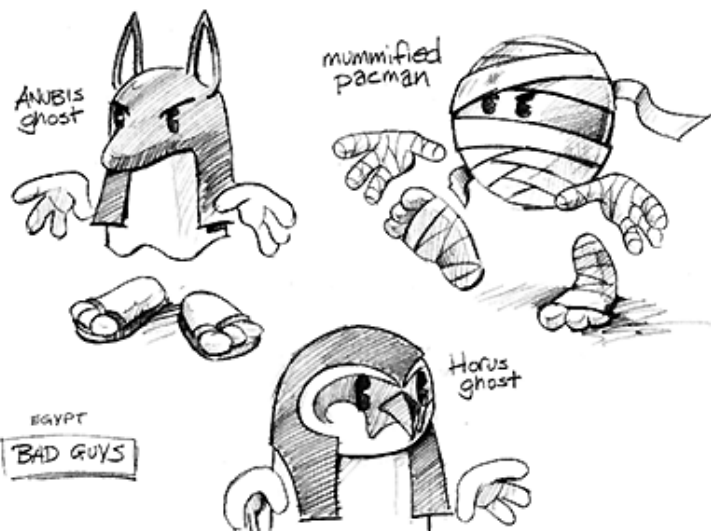
Egyptian world



Egyptian world would be set in a desert environment. Pacman would need to navigate his way through hostile desert plains, Egyptian style temples, pyramids and winding tomb vaults.

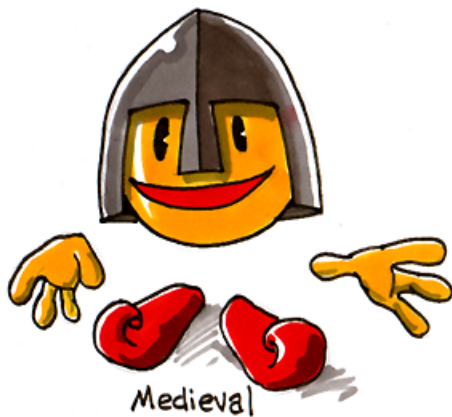


The second slice of Golden Pizza will be located deep within the tombs of a gigantic pyramid. The Pizza would be guarded by a large Boss Ghost in the style of Osiris, Egyptian god of the dead.

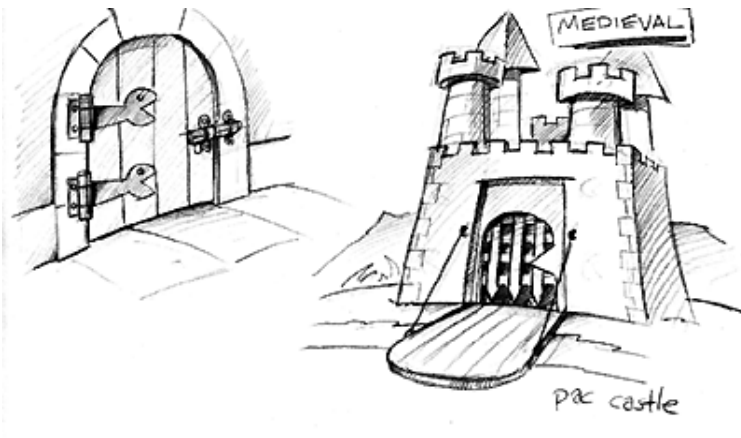


The inhabitants of this world would include Mummified Pacmen, Egyptian Pac-warriors and Ghosts with masks similar to Egyptian gods such as Anubis and Horus.

Medieval world



Medieval world would be set in castle environment. Pacman would need to navigate his way through medieval style hamlets and castles and take part in medieval tournaments.



The third slice of Golden Pizza will be located in a high castle tower. The Pizza would be guarded by a large Boss Ghost in the style of an enormous knight.



The inhabitants of this world would include Armoured Pacmen, Pac-Dragons and Ghosts in chains (the souls of those who have perished in the castles dungeons).

Wild west world



Wild west world would be set in an American frontier environment. Pacman would need to navigate his way through harsh deserts, American Indian villages, wild west towns (including rail-road stations) and deep into gold mines.

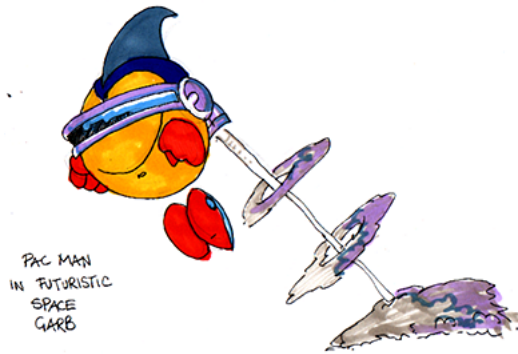


The fourth slice of Golden Pizza will be located deep within the gold mine. The Pizza would be guarded by a large Boss Ghost in the style of an enormous cactus.

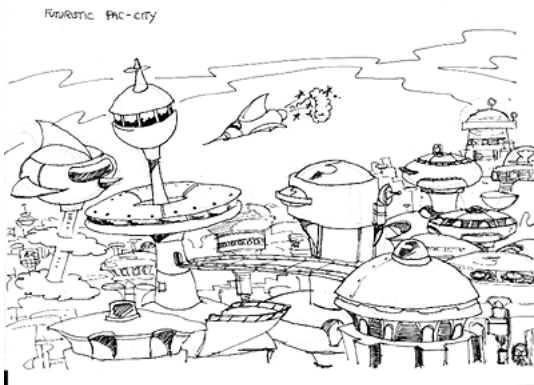
The inhabitants of this world would include Civil war Pac-soldiers (Confederate and Union), Mexican Pac-bandits and Ghost gun fighters.



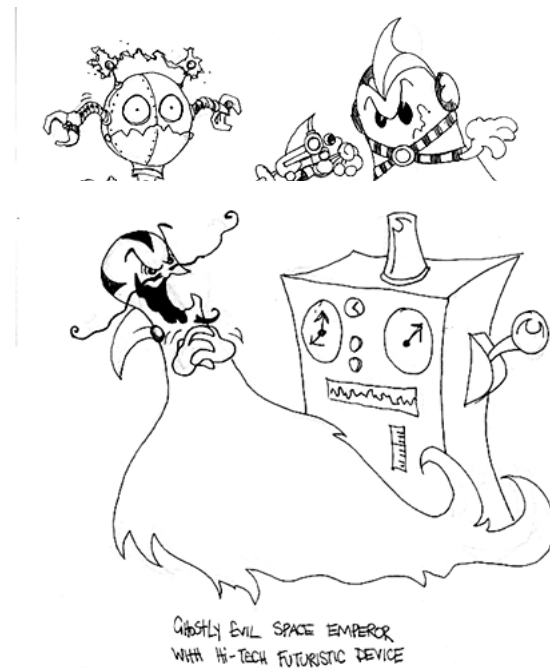
Future world



Future world would be set in a 1930s style vision of the future similar to the original Flash Gordon series (silver rocket ships, ray guns etc). Parts of the level could also be set in black and white to get that authentic feel. Pacman would need to navigate his way through alien landscapes, futuristic towns, cavernous vaults and the evil Emperors palace.



The fifth slice of Golden Pizza will be located deep within the evil Emperors palace. The Pizza would be guarded by a large Boss Ghost in the style of Ming the Merciless.



The inhabitants of this world would include Silver Pac-robots, Pac-aliens and Evil hench-ghosts.